

Supertape 1

Minimum System Sega SC3000, 16K RAM minimum required

Tape Loading Instructions

1. Connect the computer as shown on the user instruction card and insert the **BASIC** cartridge.
2. Connect a lead from the **IN** socket at the back of the computer to the **OUT** socket of your John Sands Sega Data Recorder, or the earphone socket of your cassette player.
3. Switch the computer on.
4. While holding down the **FUNC** key, press the key with the word **LOAD** written above it. The word **LOAD** should appear on the screen. Now type in the name of the program you want to load. The program names are as follows:

Program Name	Program Description
KEYBOARD	Keyboard Learning Program
GEN KNOWLEDGE	Australian General Knowledge Tutor
ALPHABET	Learn the Alphabet
SPELLING	Spelling Tutor
GEOGRAPHY	Australian Geography Tutor
MULTIPLICATION	Multiplication Tutor

Press the **CR** key; the message **LOADING START** should appear on the screen.

5. Insert the tape in your cassette player or Data Recorder. Press the play button on the cassette player, or load on the Data Recorder. If there are other programs on the tape before the one you want, the computer will tell you the programs it skips. When the required program is reached, it will tell you it has been found. The program will then be loaded from the recorder to the computer.

6. After a while, the message **LOADING END** should appear on the screen. If you are using a cassette player, you will probably be most successful with the tone and volume controls set to about the middle of their range. If they are set incorrectly the message **TAPE READ ERROR** will appear, meaning that you will have to rewind the tape and go back to step 4 and try different levels.

7. To start the program, press the key with **RUN** above it along with the **FUNC** key.
8. There are two copies of each program on the labelled side of the tape. The order of the programs is as follows:

Keyboard Learning Program
Australian General Knowledge Tutor
Learn the Alphabet
Spelling Tutor
Australian Geography Tutor
Multiplication Tutor

This sequence is then repeated after a 10 second gap

Operating Instructions

KEYBOARD

The **KEYBOARD LEARNING PROGRAM** is an interactive course on using the John Sands **Sega SC3000** keyboard. It takes you step-by-step through the various functions of the keyboard, testing your knowledge as you proceed.

The program shows you how to use: capital (upper case) letters, small (lower case) letters, numbers, graphics characters, diacreses (or foreign language) characters, single function keys, and the cursor control keys

GEN KNOWLEDGE

The **AUSTRALIAN GENERAL KNOWLEDGE TUTOR** is a question and answer program covering topics such as politics, discovery, exploration, communication and transport. As each question is presented, type in your answer, then press **CR**. If your answer is incorrect, you get another chance. To go on to the next question press **CR** again, or if you wish to finish, press **HOME/CLR**.

Answer each question as **fully** as possible: don't use abbreviations, initials or surnames only

Example

Correct

YARRA RIVER

MOUNT BUFFALO

BILL SMITH

Incorrect

YARRA

THE YARRA RIVER

MT BUFFALO

BUFFALO

B. SMITH

SMITH

If you cannot answer a question, simply enter **PASS**. This will be treated as an incorrect answer

When all questions are complete, or if you press the **HOME/CLR** key, you are shown the questions you answered incorrectly along with the correct answer. Finally, the computer displays your score as a percentage.

ALPHABET

LEARN THE ALPHABET is an enjoyable education program for pre-school children.

Each letter of the alphabet is matched up with a colorful, easy-to-remember object whose name begins with that letter. For example, **a** as in apple.

The program is simple to use, it requires only one key – the **SPACEBAR**, and each display is accompanied by a little nursery rhyme.

SPELLING

The **SPELLING TUTOR** provides entertaining spelling practice for children from 5 to 12 years old.

It accepts a list of words, such as the student's school spelling list, from the teacher or parent, then presents them to the student. Up to thirty words may be entered, each of no more than fifteen characters.

If the student spells a word incorrectly, it is shown again for a longer period. In this way the program is able to cater to the individual needs of the student. Also, the length of time each word remains on the screen may be set to one of nine different levels.

When you **RUN** the program, the title screen appears, followed by a screen of brief instructions. At the bottom of this, you are asked to choose the initial presentation speed, from 1 to 9.

(1 is the slowest and 9 the fastest). Then you are asked to select capital or small letters. You are also given the choice of having an animated display after your answer is typed in.

Now you are ready to enter the spelling list. Type in a word. If you make a mistake, press **DEL** to erase your last keystroke, then press **CR**. Do the same for subsequent words. When you have finished, simply press **CR** again.

Each word is now presented to the student, with an animation sequence after each word if this has been selected. If a word is incorrectly spelt, it is presented again. This time for longer.

When the list is complete, the student's score is shown as a percentage. Then the words which were not correctly spelt on the first attempt are listed.

The program may then be repeated, with the same or a new word list. Or you may end it simply pressing CR.

GEOGRAPHY

The AUSTRALIAN GEOGRAPHY TUTOR is a question and answer program covering topics such as mining, agriculture, rivers and lakes, and mountains.

As each question is presented, the relevant area is highlighted on a map of Australia. Type in your answer, then press CR.

If your answer is incorrect, you get another chance. To go on to the next question press CR again, or if you wish to finish, press HOME/CLR.

Answer each question as fully as possible: don't use abbreviations, initials or surnames only.

Example:

Correct

YARRA RIVER

MOUNT BUFFALO

BILL SMITH

Incorrect

YARRA

THE YARRA RIVER

MT BUFFALO

BUFFALO

B. SMITH

SMITH

If you cannot answer a question, simply enter PASS. This will be treated as an incorrect answer.

When all questions are complete, or if you press the HOME/CLR key, you are shown the questions you answered incorrectly along with the correct answer.

Finally, the computer displays your score as a percentage.

MULTIPLICATION

The MULTIPLICATION TUTOR has been developed to provide interactive practice and guidance in multiplication problems.

It provides multiple levels of problem difficulty for students from 10 to 15 years of age.

It's purpose is to improve multiplication skills, a basic understanding of the multiplication method is assumed. You are led through the problem-solving process step by step. At any stage you may obtain immediate assistance from your teacher on the screen.

When you **RUN** the program, you will see the title screen, then a screen giving instructions. At the bottom of this you are asked to type in the desired level of difficulty. On selecting a level from 1 to 3 (remember 1 is the easiest and 3 is the hardest), you are presented with your first multiplication problem. For level one problems, each digit of the multiplicand (the first or top number) is multiplied by the multiplier (the second number), to give the product.

The computer will highlight the two digits to be multiplied as you proceed through the problem, and the position of the resulting digit will be indicated by a question mark.

Example

multiplicand	1	<div style="border: 1px solid black; padding: 2px 5px;">8</div>	<div style="display: inline-block; vertical-align: middle;"> <div style="border-left: 1px solid black; border-right: 1px solid black; height: 15px; width: 10px;"></div> </div> multiply these two digits together the resulting digit
multiplier		<div style="border: 1px solid black; padding: 2px 5px;">3</div>	
product		<div style="border-bottom: 1px solid black; display: inline-block; width: 20px; text-align: center;">?</div>	← here

For levels two and three, you will need two stages in your calculations, as the multiplier (the second number) in these problems has more than one digit.

The first stage involves going through the process described above for level one problems for each digit of the multiplier. Each partial product is printed on successive lines. These are then added together in the second stage to give the product.

Example First stage—

multiplicand	5	4	<div style="border: 1px solid black; padding: 2px 5px;">7</div>	<div style="display: inline-block; vertical-align: middle;"> <div style="border-left: 1px solid black; border-right: 1px solid black; height: 15px; width: 10px;"></div> </div> multiply these two digits together the resulting digit
multiplier		3	<div style="border: 1px solid black; padding: 2px 5px;">2</div>	
partial product			<div style="border-bottom: 1px solid black; display: inline-block; width: 20px; text-align: center;">?</div>	← goes here
partial product			<div style="border-bottom: 1px solid black; display: inline-block; width: 20px;"></div>	
product			<div style="border-bottom: 1px solid black; display: inline-block; width: 20px;"></div>	

Example Second stage—

multiplicand		5	4	7		
multiplier				3	2	
partial product		1	0	<div style="border: 1px solid black; padding: 2px 5px;">9</div>	4	<div style="display: inline-block; vertical-align: middle;"> <div style="border-left: 1px solid black; border-right: 1px solid black; height: 15px; width: 10px;"></div> </div> add the two numbers together
partial product		1	6	4	<div style="border: 1px solid black; padding: 2px 5px;">1</div>	
product				<div style="border-bottom: 1px solid black; display: inline-block; width: 20px; text-align: center;">?</div>	4	the resulting digit goes here

If you make a mistake, simply press the **DEL** key to erase your last key stroke.

If you get stuck, press the H key for help. Your computer will then assist you to resolve the difficulty. If you need more help, press H again and your teacher will provide further guidance. Press CR when you have completed the entire problem. Your computer teacher will then check your answer digit by digit. When he finds no errors he will congratulate you. Press the L key to change the level of difficulty, or press CR to go on to the next problem. If he finds an error, he gives you two options: he will correct the answer for you, or you can continue solving the problem from the error.

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